

FFIV, FFV and FFVI Advance Font Header

All font tables begin with an twelve byte header:

Byte	Description
00	Unknown, always \$00
01	Unknown, always \$00
02	Unknown, always \$00
03	Unknown, always \$00
04	\$46 (F)
05	\$4F (O)
06	\$4E (N)
07	\$54 (T)
08	The height of every character in the font, in pixels.
09	Bit depth (always \$02)
0A - 0B	Number of characters in font.

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